This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Original) A method of laying out traces on a virtual printed circuit board (PCB), comprising:

routing a first trace on the virtual PCB;

routing a second trace on the virtual PCB, the second trace causing crosstalk; and

reducing crosstalk between the first trace and the second trace by inserting a spacer between the traces.

2. (Currently Amended) The method of claim 1, wherein said reducing crosstalk between the first trace and the second trace comprises:

examining crosstalk rules; and

automatically inserting the ~~artificial obstruct~~ spacer between the victim trace and the aggressor trace in accordance with the crosstalk rules.

3. (Original) The method of claim 2, wherein the crosstalk rules comprise noise thresholds.

4. (Original) The method of claim 3, wherein the noise thresholds comprise at least one of physical thresholds and electrical thresholds.

5. (Original) The method of claim 2, wherein the crosstalk rules comprise aggressor distances that specify the minimum distance that a first trace must be from a second trace.

6. (Original) The method of claim 1, additionally comprising:

modifying the first trace; and

automatically modifying the ~~artificial obstruct~~ spacer to maintain a specified clearance between the first and second traces.

7 - 18 (Canceled).

19. (Currently Amended) A method of routing traces on a virtual printed circuit board (PCB), comprising:

routing a first trace on the virtual printed circuit board;

positioning a spacer adjacent to the first trace; and

routing a second trace on the virtual PCB separated from the first trace by the spacer.

20. (New) One or more computer readable media storing instructions for performing a method of laying out traces on a virtual printed circuit board (PCB), said method comprising:

routing a first trace on the virtual PCB;

routing a second trace on the virtual PCB, the second trace causing crosstalk; and

reducing crosstalk between the first trace and the second trace by inserting a spacer between the traces.

21. (New) The computer readable media of claim 20, wherein said reducing crosstalk between the first trace and the second trace comprises:

examining crosstalk rules regarding a victim trace and an aggressor trace; and

automatically inserting the spacer between the victim trace and the aggressor trace in accordance with the crosstalk rules.

22. (New) The computer readable media of claim 21, wherein the crosstalk rules comprise noise thresholds.

23. (New) The computer readable media of claim 22, wherein the noise thresholds comprise at least one of physical thresholds and electrical thresholds.

24. (New) The computer readable media of claim 21, wherein the crosstalk rules comprise aggressor distances that specify the minimum distance that a first trace must be from a second trace.

25. (New) The computer readable media of claim 20, said method additionally comprising:

modifying the first trace; and

automatically modifying the spacer to maintain a specified clearance between the first and second traces.

26. (New) A virtual printed circuit board (PCB) product made by a process comprising:

routing a first trace on the virtual printed circuit board;

positioning a spacer adjacent to the first trace to reduce crosstalk between the first trace and a second trace; and

routing the second trace on the virtual PCB separated from the first trace by the spacer.

27. (New) The virtual PCB product of claim 26, wherein said reducing crosstalk between the first trace and the second trace comprises:

examining crosstalk rules regarding a victim trace and an aggressor trace; and

automatically positioning the spacer between the victim trace and the aggressor trace in accordance with the crosstalk rules.

28. (New) The virtual PCB product of claim 27, wherein the crosstalk rules comprise noise thresholds.

29. (New) The virtual PCB product of claim 28, wherein the noise thresholds comprise at least one of physical thresholds and electrical thresholds.

30. (New) The virtual PCB product of claim 27, wherein the crosstalk rules comprise aggressor distances that specify the minimum distance that a first trace must be from a second trace.

31. (New) The virtual PCB product of claim 26, said method additionally comprising:

modifying the first trace; and

automatically modifying the spacer to maintain a specified clearance between the first and second traces.

32. (New) A device for laying out traces on a virtual printed circuit board (PCB), comprising:

means for routing a first trace on the virtual PCB;

means for routing a second trace on the virtual PCB, the second trace causing crosstalk; and

means for reducing crosstalk between the first trace and the second trace by inserting a spacer between the traces.

33. (New) The device of claim 32, wherein said means for reducing crosstalk between the first trace and the second trace comprises:

means for examining crosstalk rules regarding a victim trace and an aggressor trace; and

means for automatically inserting the spacer between the victim trace and the aggressor trace in accordance with the crosstalk rules.

34. (New) The device of claim 33, wherein the crosstalk rules comprise noise thresholds.

35. (New) The device of claim 34, wherein the noise thresholds comprise at least one of physical thresholds and electrical thresholds.

36. (New) The device of claim 33, wherein the crosstalk rules comprise aggressor distances that specify the minimum distance that a first trace must be from a second trace.

37. (New) The device of claim 32, additionally comprising:

means for modifying the first trace; and

means for automatically modifying the spacer to maintain a specified clearance between the first and second traces.